

Ethos and Life of the school

Register / emotional check in (English and French). Zones of Regulation. Nurture groups. Cool in school. Staff/pupil interactions. SHANARRI assemblies and ethos. Restorative Practices / discussions/ problem solving. Circle of friends. Support as necessary for individuals. SHANARRI awards. Pupils Star Awards. Achievement Board. Target setting / bookmarks. Feedback. School trips. Committees. Music Assemblies. Polycrüb. Buddying. Golden Time. Trips. Hi Viz vests. Seatbelts on bus. Self/Peer assessment practices. Assemblies. Playtime. Fire Drill. EpiPen training. Class activities. Active Schools. After school clubs. Outdoor education. Breaktime snack. Lunchtime. Toothbrushing and washing routines. Swimming.

Curriculum areas and subjects

Literacy - Daily reading, **animal fact books/cards**. P1 Word building, writing short sentences, consolidate & continue phonics. P2/3 weekly spelling, grammar, using adjectives in imaginative and personal writing, writing instructions. Drawing Club, writing signs, **labelling diagrams** e.g. parts of a plant, animal, their body. Rhyming words- patterns, stories, games, ORT activities

Maths - **Symmetry** -play based learning, practical activities, link to nature. **Time** - analogue and digital time P1-o'clock, P2-3 o'clock/half past/quarter hours, durations, **Measuring length**-non-standard units/metres, **weight**- non-standard units/kg, **Capacity** - water and sand play/litre, rainfall. Directions and Bearings - Beebots, maps and outdoor play based learning, P3 **Data Handling**. Numeracy - p1- numbers to 20,P1-3 +-x÷ using different strategies Fractions - halves and quarters.

HWB Discuss and encourage healthy snacks. Talk about different foods at lunchtimes and how they help us grow and keep healthy. Discuss how their bodies are growing and how they all have similarities and differences- link to maths measuring/data handling activities.

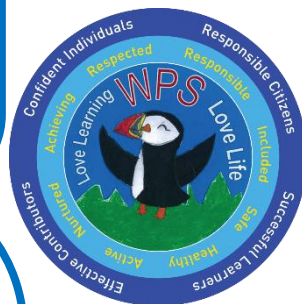
French - greetings, numbers to 10, colours and say name and age. Introduce some animals through games and whiteboard activities.

RME Burns Night, Chinese New Year, Valentine's Day, Mother's day Easter activities.

Art Create a burning galley picture. Design an UHA shield. Alessi design work. Design a watch / strap inspired by animal patterns.

PE- Gymnastics. Music-Charanga music resource

Progress will be evidenced through planned periodic high quality assessments- showing application of knowledge.



Learning is designed on the basis of the following principles:

- Challenge and enjoyment
- Breadth
- Progression
- Depth
- Coherence
- Relevance
- Personalisation and choice

Opportunities for personal achievement

We would like to hear about any of your child's opportunities for wider achievement out of school. Please share with your child's class teacher any personal "proud" moments they have had, we will include these on our Wider Achievement Wall and in their own profile. Opportunities in school for personal achievement include performing in assemblies and concerts. Sporting events, leading learning through committees and family events. Buddying in school and representing the school in the wider community.

Interdisciplinary Learning

Class expeditions - **photographs of landscapes, climates, animals and plants**. Use tuff trays to re-create landscapes and animal habitats. Link to play projects and play based learning activities in classroom and outdoors.

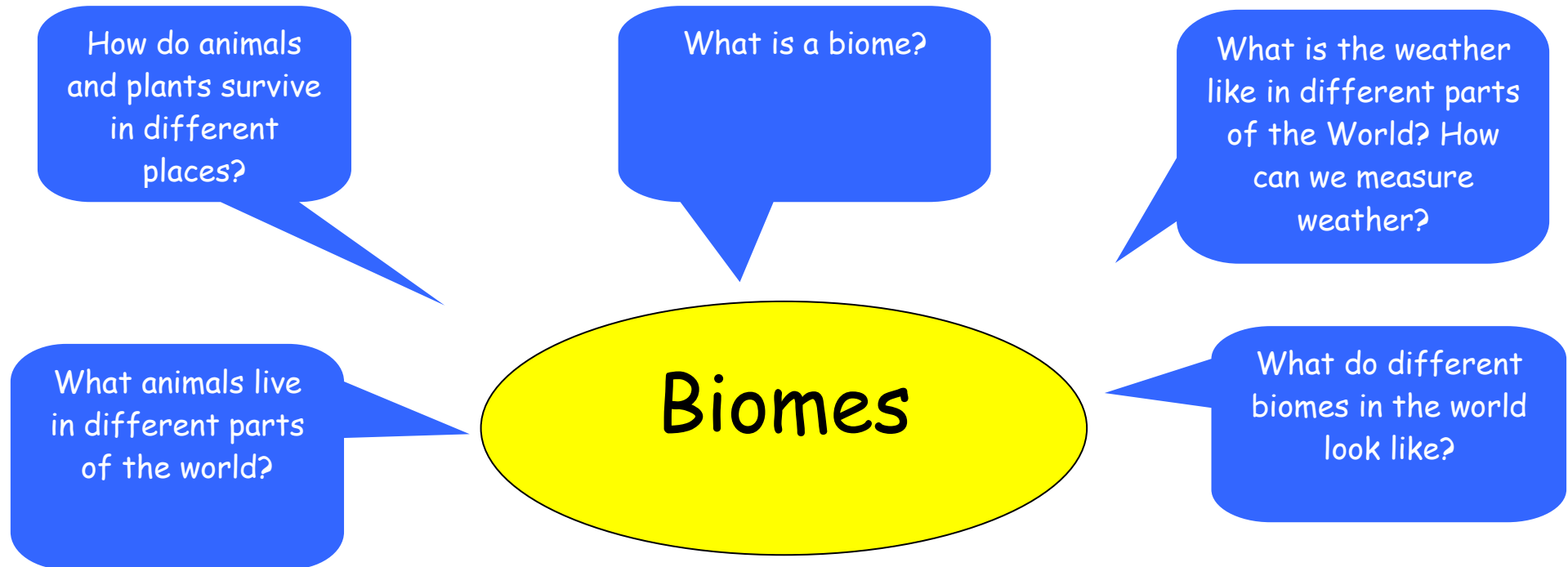
Use books and ICT to research animals from different parts of the world. Begin Using PowerPoint to present research. Create different habitats in the classroom - art/craft and STEM challenges.

Measure and record the weather using various instruments- make rain gauges, wind toys, science experiments e.g. melting ice.

The effect of Climate and weather on people, animals and plants in different parts of the world e.g. Clothing, desert plants, activities undertaken. Use BBC Bitesize and Tig-tag to initiate discussions.

Grow plants from seeds. Record progress and discuss what is needed to grow and develop.

Discuss food chains and show how animals and plants rely on each other to survive and introduce new vocabulary. Group and sort living and non-living things into groups.



High Quality Assessment - demonstrating breadth, challenge and application in a new and unfamiliar situation.
Match animals to the correct biomes and draw additional plants and animals. Label pictures using new vocabulary and information learned.

Pupil Evaluation